MagicInfo-i Premium Edition

Author

Quick Start Guide

This guide has been written so that users can use the software more easily and quickly. For more information, refer to the MagicInfo-i Premium Edition user manual.

Author is a tool used to create effective presentations and interactive content by arranging various elements. Content items are managed and integrated by the server, and thus can easily be used, searched and published.

Key Features

Various Display Options

- Standard resolution and customized resolution
- Max. resolution: 5000 x 5000
- Original Size / Fit to Screen / Lock Aspect Ratio

Designing with Elements

- Constructs a screen divided into multiple elements
- Elements can be resized, rotated or aligned
- Supports various elements (Shape, Flash, Images, Input Source, Office, Sound, Text, Video, Web, etc.)

An easy and convenient editing environment

- Supports <Undo> and <Redo> features
- Supports drag & drop
- Reuses content items through templates
- Offers detailed editing using the zoom-in/out feature (10 to 200%)

Designing with Layers

- Supports overlapping layers, in which elements can be grouped

Using a Timeline

- Offers intuitive scheduling of content using a timeline
- Controls the playing duration of an element precisely down to 1/100 of a second.

Presentations with Pages

- Supports presentations using multiple pages
- Previews each page
- A background image can be added to a page and displayed to fit the screen or displayed in the original size, as a tile effect or in a locked aspect ratio.
- Interactive content can be created using pages.

Preview Feature

- Previews each page
- Pages can be previewed starting with a selected page.

Reusing Content

- Supports Clip Art media files
- Content designing using templates.
- User-created pages can be registered as templates.

Various Effects

- Offers various effects, such as Alpha, Push, Reveal and Fade.
- Supports slide transition effects between pages

Interactive Content

- Controls events by content items, pages or elements
- Supports a programming model for each element
- Supports programming using VBScript
- Supports various types of processing (moving between pages, changing element properties, etc.) directed by commands, such as touch.

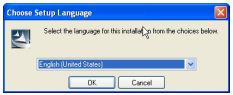
Publishing To Various Types of Media

- Publishes content to a content management server, USB memory device or external disk

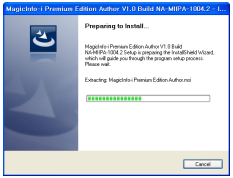
Compatibility

- Content created using MagicInfo-i Pro can be converted to the format of MagicInfo Author.
- Content created using MagicInfo-i Advanced Edition Author can be converted to the format of MagicInfo-i Premium Edition Author.

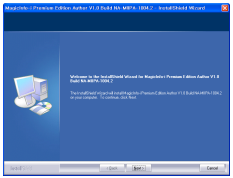
Installing the Program



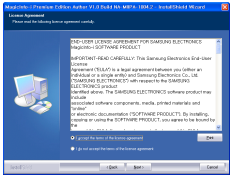
Run the setup file to initiate the installation process for MagicInfo-i Author. Select the installation language.



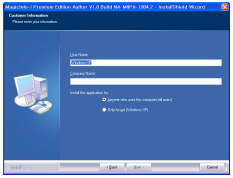
The preparing installation screen appears.



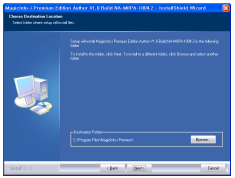
Click Next to start Installation Wizard



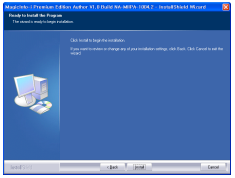
Check I accept the terms of the license agreement. and click Next.



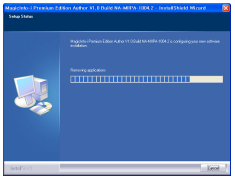
Enter the username and company and click Next.



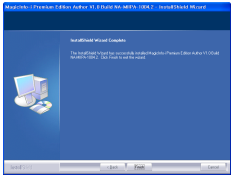
Specify the folder to install the application to.



Click Install to start installing the application.



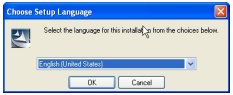
A window indicating the installation progress appears.



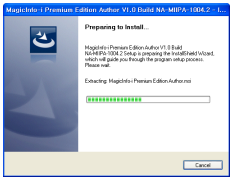
The installation process is completed.

Uninstalling the Program

Click Start > All Programs > MagicInfo-i Premium > Author > Uninstall MagicInfo-i Author to start removing the application.

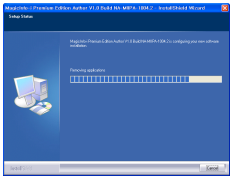


Select the language to use when removing the program.

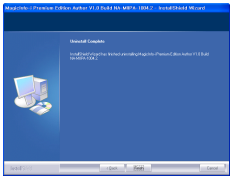


The preparing to uninstall screen appears.

Click Yes to start removing the program.



Wait while the program is being removed.



Click Finish to complete the process.

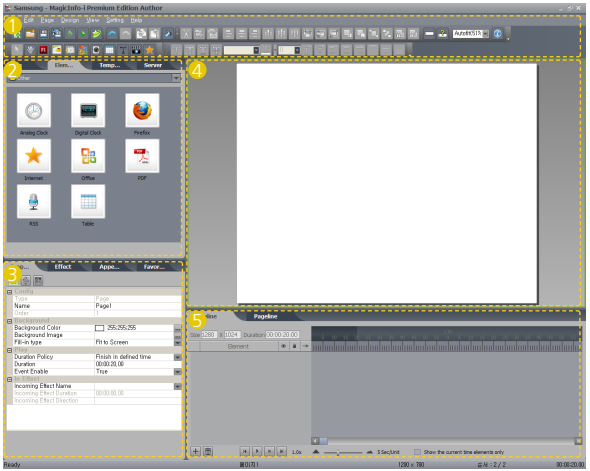
System Requirements

Hardware	CPU: Dual Core 2.5 GHz or greater RAM: 2GB or greater DISK: 50GB or greater
Software	IE 6.0 or later and DirectX
System	Windows platforms Windows (2000/2003/XP/Vista/7)

Start

Author can be used for various purposes such as advertisements, posters, visual content, etc. This guide describes the authoring procedures and the overall functions of Author.

1. Screen Components

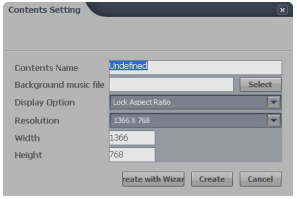


1. Menu Bar and Toolbar
2. Design window
3. Design Setup window
4. Stage window
5. The Timeline and Pageline windows

For more information about the screen layout, refer to the last "Note" section of this guide.

2. Getting Started with Content Authoring

Create a new page to create a content item.
Select File > New Contents or select the icon of the toolbar to open the Contents Setting window.



To insert background music

You can set the background music in the Content Setting screen. Click the <Select> button of the <Background music file> field. The Select background music screen appears.

Author supports the WAV, WMA, MID, and MP3 file formats.

After you have completed the settings, click <Create with Wizard> or <Create> to open the content authoring page. (Click <Create with Wizard> to open the <Content Wizard> for help with content authoring.)

3. Using Image, Text and Video elements

The most important thing about authoring a content item with Author is using elements. By using elements apropriately, you can author a content item more effectively. There are 7 ways to add elements. You can only add elements through the Stage Window.

1. Drag files on the local drive to the Stage window through the File window.
2. Drag an element provided by Author to the Stage window through the Element window.

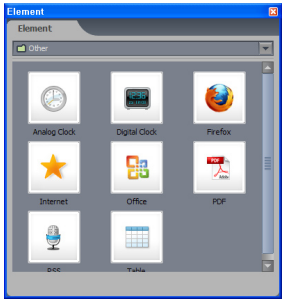
3 Drag a Clip Art media file provided in the Template window to the Stage window.

4 Download an element from the MagicInfo-i Server through the Server Contents window and drag it into the Stage window.

5 Drag an element from the Element toolbar and drop it to the required location in the Stage window. For an added element that requires a file, the Open window automatically appears where you can select a file you need.

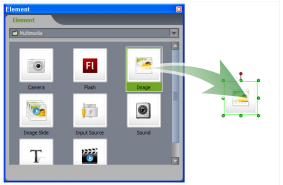
6 Right-click over the Stage window to open the context-sensitive menu. Click <Insert element>, select an element to be added, and arrange it by dragging it. For an added element that requires a file, the Open window automatically appears where you can select a file you need.

7 Drag an element registered to the Favorite window to the Stage window.



Author provides various authoring elements, simply called elements in the instructions of this manual, that are necessary for authoring content, each with unique properties. Elements are classified into the categories Other, Multimedia, Chart, Shape, Event Raiser and WordArt.

Let's create a content item by using Image, Text and Video elements.



First, insert a background image element. Drag the Image element from the Multimedia category of the Element window to the Stage window. The Open window appears. Select an image in the window. Increase the added image element to full screen.

Resizing an Image to Full Screen

To resize an image to full screen, manually resize the image by dragging the image with the mouse, use the toolbar or double-click the image.

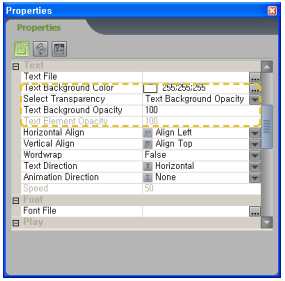
For more information, refer to the user manual.

Now, let's create a phrase to be inserted into the image.
Drag the Text element from the Multimedia category of the Element window to the Stage window.

Enter the phrase to be used for the Text element. However, since there is a background color for the phrase, the appearance is not good. Therefore, make the background of the Text element transparent. In addtion, also set the color of the Text element.

Setting the Properties of a Text Element

If you select an element (e.g. Element, Stage Window, etc.), you can configure the properties of the element through the Properties Window. Each element has different properties from other elements.

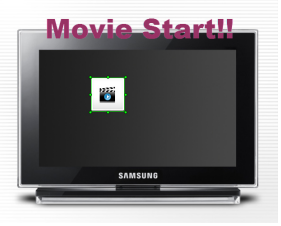


First, to make the background of the Text element transparent, set the <Text Background Opacity> to "0".

In addtion, set the color of the text. Click the (...) icon in the Font toolbar to open the Color window. In the Color window, select a color.

For more information about each property, refer to the "Element Properties" section of the user manual.

The design of the Text element has been completed. Now, let's insert a Video element to be displayed on the screen.



Drag a Video element from the Element window to the Stage window.
The Open window appears. Select a video file in the window.

Resize the Video element to the new size.

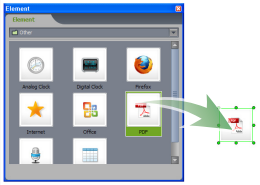
The content item has been completed. Press the Preview button of the toolbar or select Menubar > File, and then press <Preview selected page> or <Preview from selected page> to start playing the content item.

4. Using Flash, PDF and Internet elements

Some elements show the content items or still images of the elements while other elements show only icons when they are inserted into the Stage Window. For example, when PDF, Internet, Flash and Video files have been added to the Stage window, the contents of the files are only displayed as icons in the Stage window. Their contents are only displayed when played.

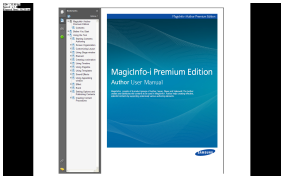
Adding a PDF Element

Drag and drop a PDF element from the Other category of the Element window to the Stage window to add a PDF element.



Drag and drop a PDF element to the Stage window to open the Open window and select a PDF file.

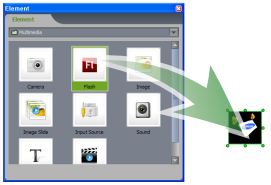
When the PDF is selected in the Stage window, only the PDF icon is displayed and not the contents of the PDF file.



Play a content file to view the contents of the file.

Adding a Flash Element

Drag and drop a Flash element from the Multimedia category of the Element window to the Stage window to add a Flash element.



The Open window appears. Select a Flash file in the window. When the file is selected in the Stage window, one scene of the contents of the flash file is displayed as a thumbnail.

Adding an Internet Element

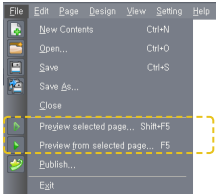
Drag and drop an Internet element from the Other category of the Element window to the Stage window to add an Internet element.

The Open window appears. Select a web document file in the window.

Enter the URL of the web page to be played in the URL field in the Properties window to set a web page for an Internet element.

Previewing a content item

Playing a finished content item.
To preview a content item, click the preview toolbar icon, or select Menubar - File and select <Preview selected page(V)...> or <Preview from selected page(F)...>.



1 Preview selected page...

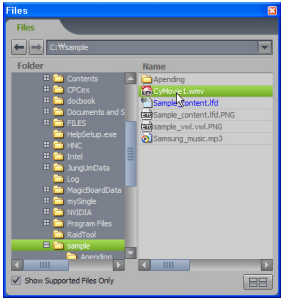
Previews one selected page.

2 Preview from selected page...

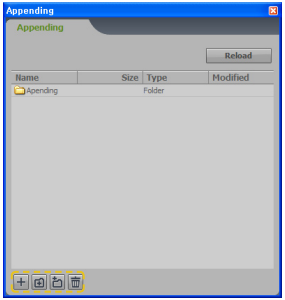
Previews from the selected page to the last page sequentially.

To add an element with subfolders and files

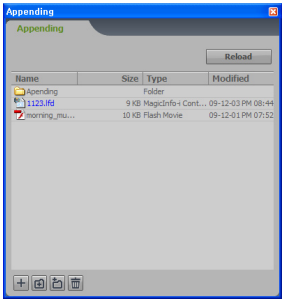
Add the main file to the page first and then add the subfolders and files by using the Appending window.



Select a file to be used as an element in the File window first and then drag it to the page you are creating. Alternatively, add an element in the Element window and select the main file.



Select the added element and add files and folders to it using the buttons at the bottom of the Appending window. When you click a button, the Open window is displayed. Select a file or folder to append. Alternatively, create a new folder by clicking the Add Folder button.



If subfolders and files are added to the append to list, as shown in the figure, it means they are appended to the element added to the page.

5. Creating a Video-Slideshow

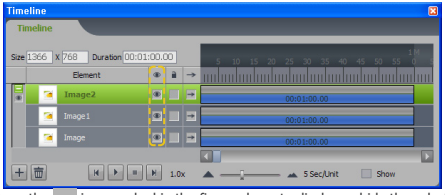
You can create a video-slideshow by arranging Image elements and apply In Effect and Out Effect functions to each image.

Prepare the images to construct a video-slideshow.
This example will use 3 images.

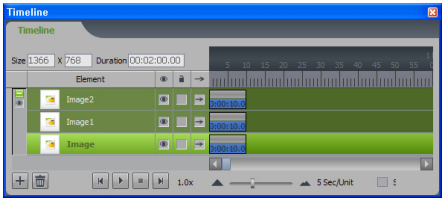
Add 3 images to one page as shown above and maximize each image.
When all 3 images are maximized, the images will overlap.

Editing overlapping images

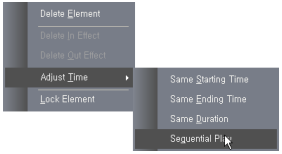
If images fit to one page, the images overlap. In this case, you can use the function of the Timeline window.



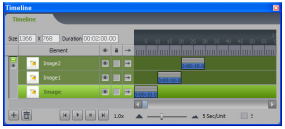
Press the icon marked in the figure above to display or hide the selected, overlapped image.
The icon indicates the image is shown and can be edited.
Set the playing order after completing the arrangement and editing each element. Set the playing time of each element to 10 seconds and specify the playing order. You can set the playing order by adjusting the track in the timeline with the mouse. However, if there are a number of elements unlike this example, it would be more convenient to select multiple elements and use the context menu.



Click the elements you want to select one by one while holding down the Ctrl key on the beyboard to select them at the same time. Right-click in this state to open the context menu of the Timeline window.



In the context menu, click <Sequential Play(Q)> of <Adjust Time> to arrange the elements sequentially in the Timeline window.



The timeline tracks that are arranged sequentially are played for approximately 10 seconds sequentially depending on the playing time.

For more information about the timeline, refer to the "Using the Timeline" section of the user manual.

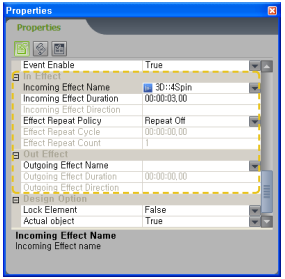
Now, let's make playing between the elements smoother by applying effects to each element over the timeline.

› Adding an Effect to an Element

You can insert an effect to an element or a page.
You can insert an In Effect and Out Effect to an element while you can only insert an In Effect to a page.
To insert an effect, specify an effect in the Properties window or drag and drop an effect from the Effect window

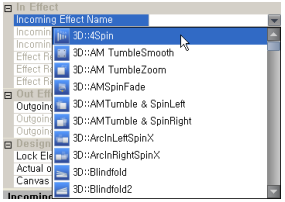
– 1. Using the Properties window

Select an element to insert an effect into or click the track of the element in the timeline and view the Properties window.



In the Properties window, you can specify In Effect and Out Effect options.

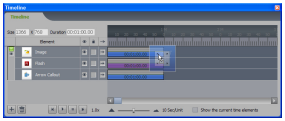
The button shows the effects list.



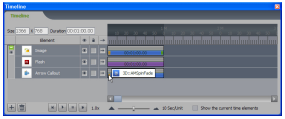
Click over an effect in the displayed effects list to insert the effect into the element.

– 2. Drag and drop from the Effects window

Click over an effect in the Effects window and drag and drop the effect into an element.



When an effect is inserted, the effect is displayed in the time bar of the element.



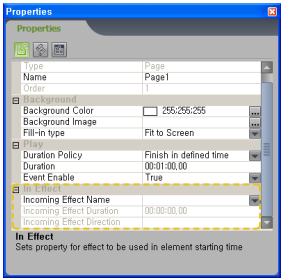
Yellow: In Effect
Green: Out Effect

Inserting an Effect into a Page

You can insert an effect into a page in the same way that you can insert an effect into an element.

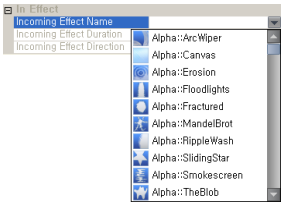
– 1. Using the Properties window

Click the page that you want to insert an effect into and view the Properties window.



Add an In Effect to the Properties window. The button shows the effects list.

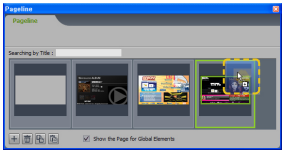
You can only add an In Effect to a page.



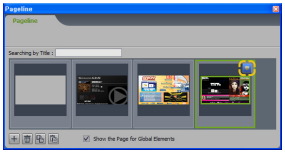
Click over an effect in the displayed effects list to insert the effect into the element.

– 2. Drag and drop from the Effect window

Select an effect in the Effect window and insert it into a page.



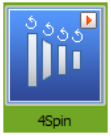
Click over an effect in the Effect window and drag and drop the effect to the page that the effect is to be inserted to.



When an effect is inserted, the effect is displayed in the pageline of the page.

Previewing an Effect

You can preview an effect in the Effect window before inserting the effect into an element or page.

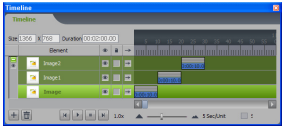


Select the element or page into which the effect is to be inserted and click the effects icon in the Effect window. Then click the at the top right of the icon to preview the effect.

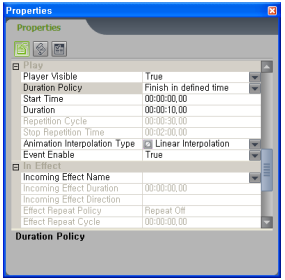
For more information on using effects, refer to the "Effects" section of the user manual.

Repeating a Video-Slideshow

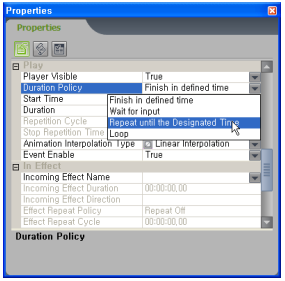
Now, let's learn how to repeat a video-slideshow. The video-slideshow in the example above stops when it is played once. You can repeat a video-slideshow as many times as required by adjusting the <Duration Policy>.



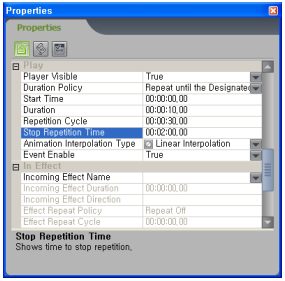
Select an Image element in the timeline first. Since 3 images make up one video-slideshow in the example above, you can set all the elements to the same repeat setting. To apply the same setting, select all the Image elements by using the Ctrl or Shift key.



View the Play > Duration Policy in the Properties window.
Click the button to select <Duration Policy>.

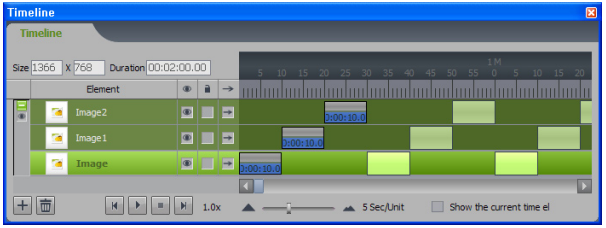


Click <Repeat until the Designated Time>. The <Repetition Cycle> and <Stop Repetition Time> options below are activated. Now, set up the two options.



The <Repetition Cycle> is set to 30 seconds. This means the selected element is repeated every 30 seconds. 30 seconds is required to play all the 3 elements as each element of the video-slideshow is played for 10 seconds. The <Stop Repetition Time> determines the total repeat time of the video-slideshow. If it is set to 2 minutes, the video-slideshow is repeated every 30 seconds for 2 minutes.

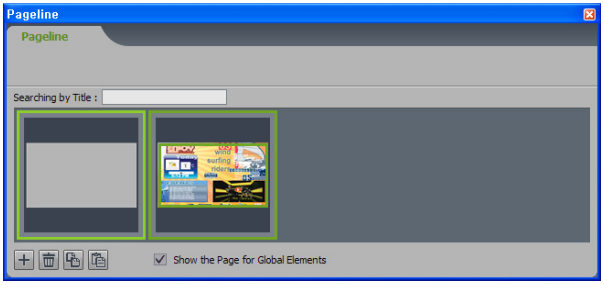
When the <Repetition Cycle> and <Stop Repetition Time> are set, the tracks in the timeline are displayed as follows.



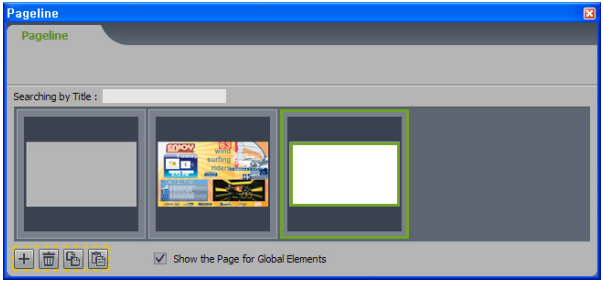
The video-slideshow has been created. Now, you can view the page through the preview function.

6. Adding a Page

To create a content item, create a page with elements and add the page so that each page becomes one content item. If you have created one page, let's start adding more pages. You can manage pages in the Pageline Window.



Click the + button in the Pageline window to add a new page.



You can Delete, Copy and Paste as well as Add a page using the buttons at the bottom left of the Pageline window.

For more information about pages, refer to the "Using Pageline" section of the user manual.

7. Using Events

Each element and page has events which can be triggered. You can apply a script to these events to move the element or page, There are 2 kinds of events: basic events and additional events.

Applying an Event Script

Applying a script to an event between a page and element allows you to create more interactive and sophisticated content. The script provided by Author has been developed on the basis of Visual Basic Script (a script language for Windows). Creating a script is easy if you are familiar with Visual Basic Script. In addition, Author provides a Script Editor and a Script Wizard to make creating a script easier.

For more information on using events, refer to the "Events" section of the user manual.

8. Using Templates

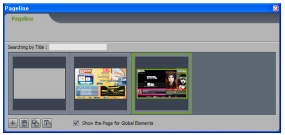
A page being created or one that is finished can be registered as a template and be reused later. A page registered as a template is packaged with all elements and their properties inserted during the page creation.

Registering a Template

Click the page to be registered as a template and right-click it to open the context pop-up menu. Select <Register Template> from the context menu and specify the folder to save the page to. The page will be registered as a template.

Importing a Template

You can import a registered template in the Template window. Double-click the template to be imported into the Template window to add a new page and insert the template into the page.

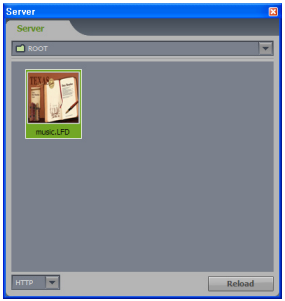


A template is added to a new page.

For more information on using templates, refer to the "Using Templates" section of the user manual.

9. Using the Server Contents Window

The Server Contents window displays media files registered on the connected server. View LFD files created and registered by Author or download registered files.

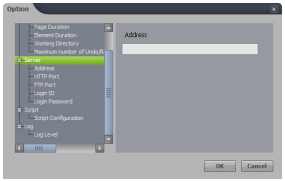


To download a media file, select the file registered on the server and drag it to the Stage window.

The server content items can be refreshed by clicking the <Reload> button.

Configuring the Server Connection

To download a media file by using the Server Contents Window, the MagicInfo-i Server must be connected in advance. Click Menubar > Setting > Option.



Enter the IP address, port number, login ID and password for the MagicInfo-i Server to complete the server connection setting.

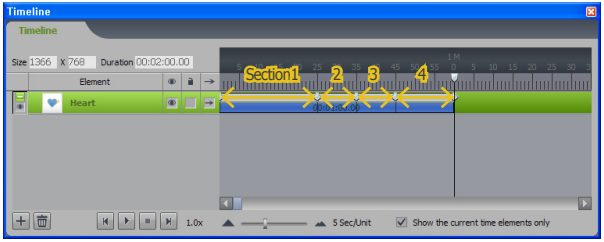
10. Creating an Animation

You can create an animation with an element. You can configure a section of an animation by adding the Key-Frame option. If you add key frames and configure different properties for each key frame, the element changes according to the configured properties. In addition, you can create a moving animation by setting the path of an element within one animation section.

Configuring Animation Sections

You can create sections by adding a key frame and insert an animation into each section. You can configure a section of an animation by selecting the <Show the current time elements only>.

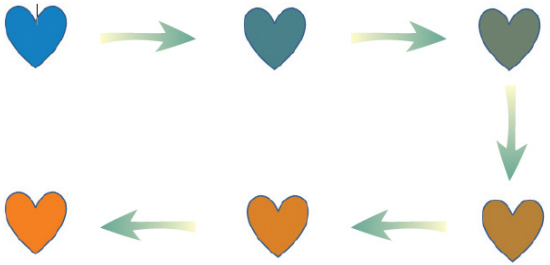
1. Select the <Show the current time elements only> option in the Timeline. Time-Marker and <Key-Frame> will be displayed. The indicated <Key-Frame> will become one end of the section.
2. Add another <Key-Frame> by right-clicking where you want the other end of the section to be.
3. The area between the newly added <Key-Frame> and the previous <Key-Frame> becomes a section.
4. You can create multiple sections by adding key frames.



Creating Property-Changing Animations

In a section created by using <Insert Key-Frame>, you can create an animation in which the properties change over time. Select the key frames at both ends of the section and specify different properties for each of them in the Properties window. The element will change according to the configured properties.

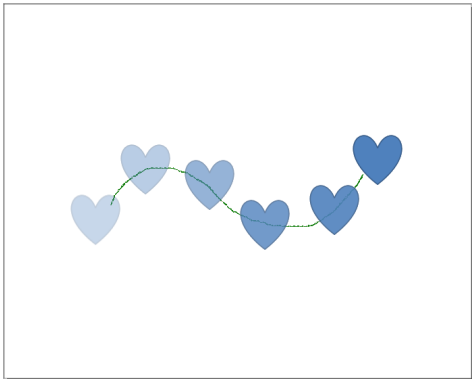
1. Add an element to the Stage window and add a Key-Frame into the Timeline. Select each end of the section Key-Frame one by one and set the properties to different values.
2. For example, set the <Background Color> for the left and right key frames to blue and amber respectively.
3. If you play a content item with the above settings, the element color changes from blue to amber within the section.



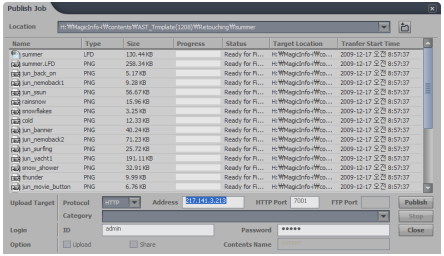
Creating a Motion Path Animation

A Motion Path animation is created by changing the Location properties that are only applied to one of the multiple animation sections.

1. After adding an element to the Stage window, right-click to select <Motion Path> and <Set Motion Path>.
2. Draw the path the element will move while holding the left mouse button down in the Stage window.
3. If you play a content item, the element automatically moves along the specified path.
4. To remove the configured Motion Path of an element, right-click over the element for which the path is set and select <Motion Path> and <Delete Motion Path>.



11. Publishing Content



Publishing to a local area

1. In the menu bar, File > Publish or click ( ) in the toolbar to open the <Publish Job> window.
2. Set the <Location> item in the <Publish Job> window. Click ( ) and select a disk drive to publish the content item to. Click ( ) to open the Browse for Folder window and then select the folder you want to publish the content item to.
3. Press the (Publish) button to publish the content.
4. The progress is displayed and the published content item is saved in the folder specified in Step (2).

Publishing to a local disk drive

1. In the menu bar, click File > Publish or click ( ) on the toolbar to opent the <Publish Job> window.
2. Set the <Protocol> of the <Upload Target> to <Local>.
3. Select the <Upload> option and select a local disk drive from the <Category> bar. To share the content item, select the <Share> option.
4. Click (Publish) to publish the content.
5. After publishing begins, check the status of the packaging and upload. When publishing is complete, the "Contents" and "Schedule" folders are automatically created and the content item is saved in a subfolder consisting of internal identifiers.

Publishing to a MagicInfo-i Server

1. In the menu bar, click File > Publish or click ( ) in the toolbar to open the <Publish Job> window.
2. Set the <Protocol> of the <Upload Target> to HTTP or FTP and enter the IP address and port number (HTTP or FTP) of the MagicInfo-i Server you want to connect to.
3. Enter the <Login> information including the login ID and password for the MagicInfo-i Server to which contents will be published. In the <Contents Name> field, enter the name of the content item to be displayed through the server.
4. Select the <Upload> option. If the MagicInfo-i Server is properly connected, the contents category for the MagicInfo-i Server appears in the <Category> field. Select a category to be uploaded. To share the content item, select the <Share> option.
5. Click (Publish) to publish the content.
6. After publishing begins, check the status of the packaging and upload. When publishing is complete, the MagicInfo-i Server window appears. Confirm that the content has been registered by Author.

For more information about content distribution, refer to the "Configuring the Options and Publishing Content" section of the user manual.

* Note *

Let's look at the screen layout of Author in more detail.

1. Menubar, Toolbar

Menubar: The menu bar is placed at the top of the screen and contains all commands supported by the program.

File(F)	Manages content files.
Edit(E)	Provides submenus for editing.
Page(P)	Provides submenus regarding pages.
Design(D)	Performs tasks required for creating a content item, such as adding or placing design elements.
View(V)	Displays the windows on the screen. An option is enabled when the corresponding window is hidden and disabled when the corresponding window is displayed.
Setting(S)	
Help(H)	

Toolbar: The toolbar is a collection of command icons (Design, Element and Font) displayed under the menu bar.

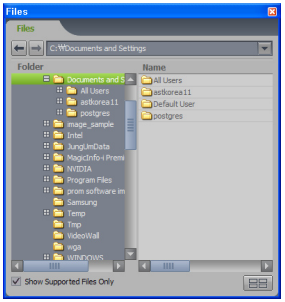
Design toolbar	The Design toolbar is a collection of tools required to design content items.

Element toolbar	The Element toolbar is a collection of key elements used for designing.

Font toolbar	The Font toolbar is enabled for <Text> element but disabled for other elements.

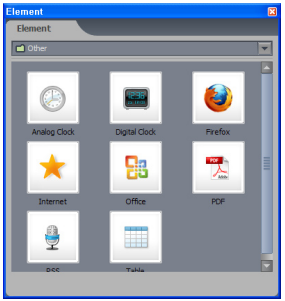
2. Design window

File Window



The File window browses local drives in <View List> or <View Thumbnail> mode. Saved content item can be loaded and documents or media files saved to disk can be imported to a content item currently being created. The documents or media files can be added directly to the <Stage window> by dragging and dropping them. An added file in the <Stage window> automatically becomes an element.

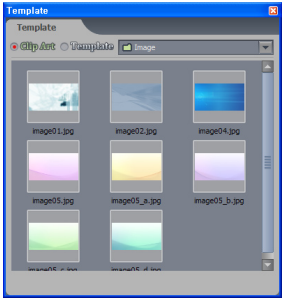
Element Window

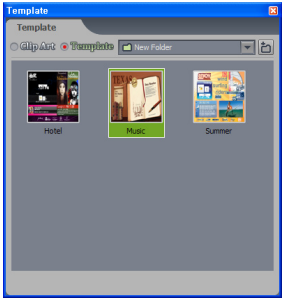


The Element window contains elements that can be selected from several different categories and inserted into a content item. A category can be selected by clicking . Categories contain different elements.

Template Window

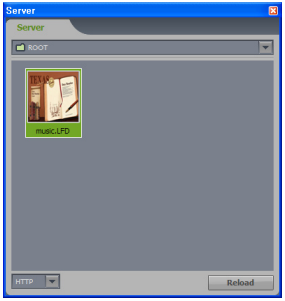
The Template window, offers Clip Art and Templates media files and allows you to register and use the pages you have created.





In Clip Art, you can import a media file supported by MagicInfo-i Author and in Templates, you can insert registered pages into the content item currently being created.

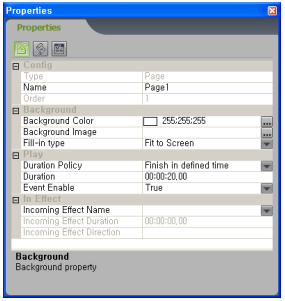
Server Content Window



The Server Contents window displays media files registered on the connected server. View LFD files created and registered by Author or download registered files. The server content items can be refreshed by clicking <Reload>.

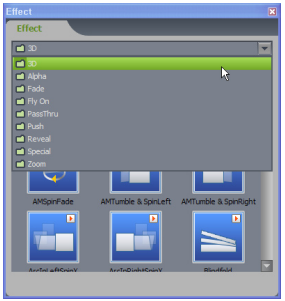
3. Design Setup window

Properties Window



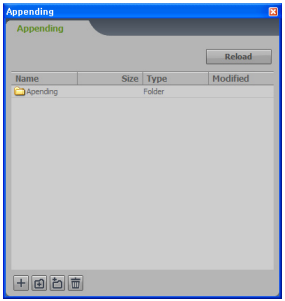
The Properties window, sets the properties and events for a selected element or page. Properties of elements containing the Custom feature can be configured by clicking the <Custom Setting> button.

The Effect Window



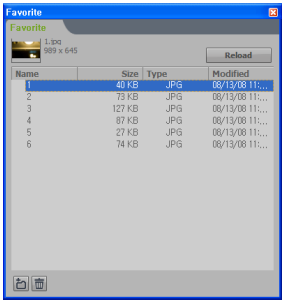
The Effect window offers, various effects that can be selected and applied to elements.

Appending window



The Appending window offers elements containing files, folders or sub folders that can be added to a page. The files, folders or sub folders can be added as attachments by clicking the buttons at the bottom of the window.

Favorite Window



The Favorite window displays file information (file name, size, format, and duration). If you register a file to the page currently being created, it is automatically registered to the Favorite window.
To register a file to Favorite that isn't registered to a page, drag the file from the File window to the Favorite window. The file information will be saved along with the content item.

4. Stage window

Elements can be added in the Stage window when a content item is created using Author.

5. Timeline and Pageline windows

The Pageline window manages pages in a content item by adding or deleting pages.

Timeline Window

The Timeline window is automatically enabled if an element is added to the Stage window. The timeline displays the arrangement of elements and allows you to group elements and organize them into layers. You can preview playback of the page currently being created in the Stage window and control the start time, end time and duration.

Pageline Window

Both finished and incomplete content items are displayed in pages.